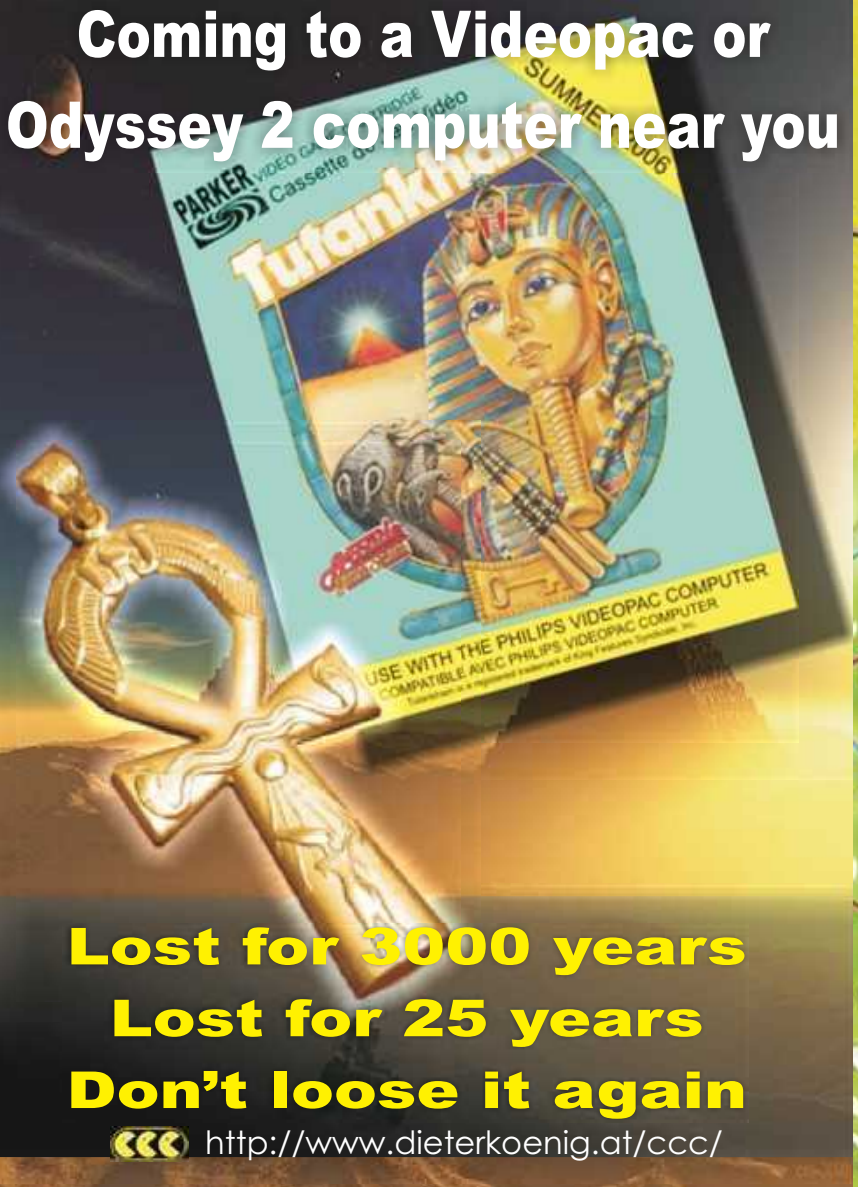
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Mission Impossible

The year is 2425, Terra colonies have populated the solar system consisting of the twelve known planets. Terra (Earth) has been abandoned by all but a few, and is mainly used as a stop off point en-route between the trading territories of Mars and Venus.

Terra has spent over 300 years as a water planet since the melting of the polar ice caps. A transportation network has been set up harnessing the powers of lay lines that have networked the planet since time began.

You are in charge of the lay line control systems, your Traffic control system is on high alert. An essential cargo ship (White Craft) is transient on your section of the network, however bounty hunters (Red Crafts) have got wind of the ships precious cargo, you must help the cargo ship avoid the bounty hunters at all costs. There are always two Bounty hunters of avoid.

Using your lay line system overview, you can strategically place the NRG bots (indicated by a green X) at the lay lines intersections to direct the traffic.
You have a co-ordinate control unit which is moved by pressing the joystick in the desired location, you can then deposit an NRG bot by pressing [action] button on your controller, you have a stock of SEVEN NRG bots, you can pick them up and put them down anywhere on the grid, that doesn't already contain any other obstacle.
When a ship (either cargo or bounty hunter) reaches and NRG bot controller it is forced to change direction, the direction the ship takes depends on its approach to the NRG bot. When a ship approaches one of the NRG bots (Green Xs) on a vertical (up/down) axis traffic always turns towards the right side of the screen, when traffic approaches on a horizontal (left/right) axis, traffic always turns towards the bottom of the screen.
Both you and the Bounty Hunters start with fifteen lives, Also you have force fields protecting your ship, however the Bounty Hunters force fields are much stronger than yours and as a result if you should get hit by one of the bounty hunters you will loose a life, There is hope though. The automated system can send an energiser crystal to locations on the grid at random times and locations, These are indicated by the (mushroom) symbol, these can be used in one of two ways
Energise The Cargo Ship
Destroy The Bounty Hunter.

By simply guiding the cargo ship with carefully placed NRG bots, it can pick up the Energiser crystal (this turns the ship from white to grey) and increases the power of your force field by ten times then at your next encounter with a Bounty hunter, The cargo ship will destroy ONE bounty hunter and they will loose one of their 15 lives.
Alternatively, you could destroy the Bounty Hunter by just guiding it directly over the Energiser crystal. Which has the same effect.

The side effects of these Energiser crystals are the retaliation fields, these are indicated by a White X on the grid, their effect is different though, if the cargo ship should hit a retaliation field, it simply bounces back along the track from which it approached. As its energy is of equal resonance it causes the same effect to the bounty hunters although, their heavier force shields destroy the retaliation field, but not before sending them back along the track from which they approached.
Unfortunately earth is riddled with unscrupulous characters, all too willing to be recruited by the Bounty hunters, these appear on your grid monitor as circular characters at the intersections, get to them first, and your energy fields will destroy them, because if the bounty hunters get there first, they will be recruited into their numbers (gaining one life).

Finally there is the lilac Blocks, the Bounty hunters have hacked into the Lay Line grid network, and are depositing mines along the tracks…avoid these at all costs.

When all 15 of the bounty hunters lives have been depleted…you have won !!!

CREDITS

Videopac Cover Design.....Klaus Babacz
Original Programmer..... Unkown/Ectron.
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German Translation..... Dieter Koenig
Dutch Translation..... Seob

Humanoid GAMES

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